

The cover art features a large, dark, metallic structure resembling a giant's head or a mechanical helmet, glowing with a greenish-yellow light. In the center of the structure, a bright, glowing green star or energy source is visible. The title "SIND STAR" is written in large, bold, black letters across the middle, with "UNLEASHED" in smaller, glowing green letters below it.

SIND STAR

UNLEASHED

WINDOWS
95/98

<http://www.replacementdocs.com>

GAMETFX
TECHNOLOGY

THQ



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SYSTEM REQUIREMENTS

Minimum System Requirements

Processor	233 MHz Intel® Pentium® II
Operating System	Microsoft® Windows® 95 or Windows 98
RAM	32 MB
3D Accelerator Board	Direct3D board or a 3dfx board (Voodoo Graphics®, Voodoo 2®, Voodoo Banshee®, or Voodoo 3)
Sound Card	Sound Blaster® 16 or compatible
CD-ROM Drive	4x speed
Other Peripherals	Two-button joystick optional, but recommended. Mouse optional.

Recommended System Requirements

Processor	300 Mhz Intel® Pentium® II
Operating System	Microsoft® Windows® 95 or Windows 98
RAM	64 MB
3D Accelerator Board	AGP 3D accelerator capable of 1024x768x32-bit rendering
Sound Card	PCI EAX or A3D sound card
CD-ROM Drive	12x speed
Other Peripherals	Four-button joystick with rudder control and throttle. Three-button mouse optional.

QUICK START INSTRUCTIONS

All you need to know to start playing as soon as possible!

The Distilled Evil, a race of space-dwelling creatures, and their slaves, the Sporg, are creating the ultimate bio-mechanical weapons: the Sinistar. If they succeed, they'll unleash them against your universe, in a cosmic rampage of conquest, plunder, and destruction. You must stop them, fighting your way to the center of the Sinistar universe and destroying the ultimate Sinistar there.

On most levels, you pilot your ship through an asteroid field that contains Sinisite crystals. The enemy feverishly works to energize a jumpgate for the arrival of a Sinistar, which is already traveling through hyperspace. Workers mine the asteroids for crystals, which they carry to the gate. Warriors and turrets of various kinds and sizes guard the gate and patrol for intruders. When the gate is fully powered, completely ringed with crystals, the Sinistar erupts from hyperspace and battles you in a duel to the death.

Gameplay

- Mine asteroids for crystals to power your weapons and defend yourself against the enemy
- Some asteroids and enemy transport ships contain power-ups (look for visually different asteroids)
- Crystals are your lifeblood! Your ship automatically heals itself if you have crystals to spend
- Attack the jumpgate or workers to delay the Sinistar's arrival
 - Each Sinibomb hit removes five crystals from the gate
 - The deadly environment of hyperspace harms the Sinistar

Play Hint: Do your best to slow work on the gate! An undamaged Sinistar is immensely powerful.

The Heads Up Display

- Inventory – Bottom/Center – View your weapons and special items
 - To use a Weapon Power Up, press its corresponding Number Key (1-9)
 - To use a Special Item from the inventory, press its corresponding Function Key (F1-F9)
- Ship Status Meter – Bottom/Right Corner – View player health and crystal levels
- Sinistar/Gate Status – Upper/Right Corner – Displays the Sinistar's health status
- Long Range Radar – Bottom/Left Corner
- Score/Lives Status – Upper/Left Corner – View how many lives you have, as well as your score for the level

Good luck! Check out the manual for further details and more play hints.

INSTALLATION

Note: 3D Accelerator Drivers

For maximum performance, make sure you have the latest drivers for your 3D accelerator board. Visit your 3D accelerator's Web site to obtain the latest drivers. If you don't know the Web address, check the Video & 3D Accelerator Links section in the *Sinistar: Unleashed* readme file for links to various major video/accelerator companies.

If you use a 3dfx-based accelerator, to run the accelerator in 3dfx mode you must have the Glide3 drivers. The game will not run on earlier versions of the Glide® drivers. You can find the Glide reference drivers at 3dfx via <http://www.3dfx.com/> (go to their Drivers page).

If you use any 3D accelerator other than 3dfx, you must use Direct3D. (You can also run a 3dfx accelerator using Direct3D instead of Glide.) The latest version of Direct3D is installed with DirectX 6; see above.

Installing the Game

Step 1: Place the *Sinistar: Unleashed* CD in your PC's CD-ROM drive.

Step 2: Double-click the *Sinistar: Unleashed* Installer icon and follow the instructions that appear. (The default installation installs *Sinistar: Unleashed* in a folder on your hard drive, creates a THQ/Sinistar: Unleashed shortcut in your Start menu, and places a *Sinistar: Unleashed* icon on your desktop.)

Step 3: When the Video Mode Selector window appears on your screen, use this window as described in the Configuring the Game section.

CONFIGURING THE GAME



Video Mode Selector

You must configure the game's video settings before you play the game. When you install the game, the Video Mode Selector window automatically appears during installation. Use this window as follows:

Selected Driver: Choose the accelerator your computer uses from the Selected Driver drop-down menu.

Selected Device: Unless you chose Primary Display Device for your Selected Driver, you can skip this setting. If you chose Primary Display Device, then choose Direct3D HAL for this setting.

Selected Mode: Choose the video mode you wish to run the game in.

Number of Video Buffers: Select the number of video buffers to use. You must select a number of video buffers within the capabilities of your accelerator board. If you don't know your board's capabilities, then 2 buffers is usually a safe setting.

Save Settings: When you have selected your video settings, click the Save Settings button. This will save your settings and exit the Video Mode Selector.

Exit: To exit the Video Mode Selector without saving any settings you made, click the Exit button.

You can use the Video Mode Selector to change your video settings. To run the selector, quit the game, click the Start Menu, open Programs, THQ, and *Sinistar Unleashed*, and then select Video Mode Selector from the menu that appears. Use the window as described above.

Using A Mouse

To play the game using a mouse, you must first turn on the Enable Mouse Control option. See the Configuration section in the Main Menu chapter for details.

PLAYING SINISTAR: UNLEASHED

The Distilled Evil, a race of space-dwelling creatures, and their slaves, the Sporg, are creating the ultimate bio-mechanical weapon: the Sinistar. If they succeed, they'll unleash the Sinistar against your universe, in a cosmic rampage of conquest, plunder, and destruction. You must stop them, fighting your way to the center of the Sinistar universe and destroying the ultimate Sinistar there.

On most levels, you pilot your ship through an asteroid field that contains Sinisite crystals. The enemy is feverishly working to energize a jumpgate for the arrival of a Sinistar, which is already traveling through hyperspace. Workers mine the asteroids for crystals, which they carry to the gate. Warriors and turrets of various kinds and sizes protect the workers, guard the gate, and patrol for intruders. When the gate is filled with energy, the Sinistar erupts from hyperspace, and battles you in a duel to the death.

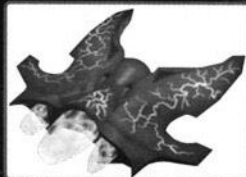


An Enemy Worker **An Enemy Warrior**

Your Ship

The ship's maw or mouth is between the wings facing forward. Burst weapons emanate from the maw. On the ship's upper wings are missile tubes. Thrusters are contained in the tail.

You start with a Mining Laser, a Cutting Laser, and Sinibombs for weapons, plus you can carry up to four special items. As you play, you can temporarily or permanently gain additional weapons like a Lightning Gun and special items like an Orbital Defense, which flies around your ship and fires on enemies. Pulsing veins on the surface of the ship surface indicate its health. As the ship loses health energy, the color of veins descends through the spectrum to a deep red. Your ship automatically heals itself as long as it has crystals to spend.



Your ship requires Sinisite crystals for health energy and to power most of its weapons. You can use your mining laser to blast asteroids, releasing the crystals they contain. Fly over a crystal, and your ship will grab it. Some asteroids contain power-ups (look for visually different 'roids); blast them apart and fly over the power-ups to pick them up. Enemy cargo transports also carry power-ups; destroy them to release the power-ups they carry.

Three displays show crucial information about your ship. The two inventories appear on the bottom center of the screen and show your weapons and special items. The Ship Status Meter on the bottom right of

the screen shows your current health and crystal levels. Your mining laser costs no crystals and is fired by pressing the joystick Trigger or either control key. All other weapons use crystals when fired, and these weapons are shown on the Weapons Inventory. The Special Items Inventory also displays the special items that you've collected.

Your long-range radar appears on the bottom left of the screen, and your Score/Lives Meter appears at the top left. You have a limited number of lives. If your ship's health ever drops to zero, the ship explodes. You lose a life and restart the level with whatever crystals, weapons, and specials you had when your ship was destroyed. Your ship automatically heals itself as long as it has crystals. However, the enemy can sometimes deal out damage faster than your ship can heal, so watch out when shots are blazing every which way! If you run out of lives, the game ends.

You can upgrade your ship during play, increasing its capabilities – gaining better speed and maneuverability, an improved mining laser, and greater capacity for special items.



Use any of your weapons to attack the Distilled Evil and Sporg. Use Sinibombs to attack the Sinistar and to destroy crystals around a jumpgate. You can attack the jumpgate to delay the Sinistar's arrival on the level. The deadly environment of hyperspace harms the Sinistar, and its health drops the longer it remains in hyperspace. (The meter in the upper right corner of the screen displays the Sinistar's health.) You can slow the gate from being energized by attacking the workers (hindering their progress) and by blasting the gate with Sinibombs (each Sinibomb hit removes five crystals from the gate). Do your best to slow work on the gate, as an undamaged Sinistar is immensely powerful.

The Sinistar Universe is divided into three Sporg zones (Levels 1-12) and three Distilled Evil zones (Levels 13-24). Each zone contains four levels. Most levels contain jumpgates and a Sinistar. Every fourth level is a bonus level and confronts you with other enemies and phenomena. Battle your way through each level until you reach your final confrontation at the center of the Sinistar universe.

STARTING THE GAME

To play the game, you must have your Sinistar: Unleashed CD-ROM in your CD-ROM drive.

After you've installed Sinistar: Unleashed, double-click the Sinistar: Unleashed icon on your desktop to run the game. (You can also run the game from the start menu. Click the Start Menu, open Programs, THQ, and Sinistar Unleashed, and then select Sinistar Unleashed from the menu that appears.) When you run the game, the Main Menu Screen appears; select New Game from the menu to start play.

The Main Menu Screen

The Main Menu Screen appears when you run the game. During play, press the Esc key to go to the Main Menu Screen.

On this screen, use the up and down cursor keys to choose:

New Game – Press Enter to begin a new game

- Enter your name in the box and press Enter
- Use the up and down cursor keys to select the difficulty, then press Enter
- If you've successfully completed the bonus level of a zone in a previous game, you can skip that zone when starting a new game. (You must use the same name you used in the previous game, and you cannot play at a higher difficulty level than what was played in that game.) Use the up and down cursor keys to select the zone you want to start with, and press Enter to begin play.

Saved Games – Press Enter to display the Saved Games Screen. Use the cursor keys to scroll through this list and highlight the game you want. Press Enter to resume play of the game, or press Esc to return to the Main Menu.

Tutorial – Press Enter for a brief tutorial on how to play the game. From this screen, use the Up and Down cursor keys to select a tutorial level and press Enter to play it.

High Scores – Use the cursor keys to view the high scores. Press Delete to delete all of the scores and start a new list. You can sort the high score list by category. Use the left and right cursor keys to select a category and press Enter to sort by that category. Press Esc to return to the Main Menu.

Intro Movie – Press Enter to play the intro movie.

Credits – Press Enter to display the Credits Screen. Press Esc at any time to return to the Main Menu.

Configuration – Press Enter to open the Configuration Screen. Press Esc to return to the Main Menu.

Game Options – Change in-game options to suit your needs. When the Enable Crosshairs option is on, the targeting crosshairs are active during play.

Key and Button Controls – Set the Keyboard, Joystick, and Mouse button controls. To edit a button command:

- Use the Up and Down cursor keys to highlight a game control
- Press Enter to select it (the current control will turn red)
- Press the new Key or Button to change the command
- To set a second Key or Button to the same command, repeat the process
- When you are done editing, press Esc to return to the Configuration Screen

Note: The Mouse Tight Turn toggle allows you to make sharp turns when using the mouse by clicking and holding down a control (we recommend the right mouse button).

For the Reset to Default option, press Enter to reset all key and button controls to their default settings.

Joystick/Mouse Analog Controls – Determine how the ship handles when using a Joystick or Mouse.

- Use the Up and Down cursor keys to highlight a game control
- Press Enter to select it (the current control will turn red)
- Press the new Key or Button to change the command
- When you are done editing, press Esc to return to the Configuration Screen

Ship Maneuverability – Press the Left or Right cursor keys to decrease or increase the ability of your ship's thrusters to turn the ship.

Enable Mouse Control – When off, you cannot use the mouse to fly the ship. When on, a pointer appears on the screen. The mouse moves this pointer, and the ship automatically changes its orientation (by pitching and yawing) to face the pointer. Use the throttle and clutch to move.

Enable Force Feedback – Press the Spacebar to toggle the option ON or OFF if you are using a Force Feedback compatible Joystick.

Select Joystick – When selected, this option will display a screen of joysticks with their controls

configured for the game. Use the cursor keys to highlight a joystick and press Enter to use its control configuration in the game.

Sound – Adjust the Sound Effects and Music levels.

- Use the Up and Down cursor keys to select either the Sound Effects or Music Volume sliders
- Use the Left and Right cursor keys to increase or reduce the volume
- When finished, press Esc to return to the Configuration Screen

Video – Use the left and right cursor keys to adjust your monitor's gamma. This screen also contains a reminder that you must use the separate Video Mode Selector to change your video settings (see the "Configuring the Game" section). Remember to exit the game before using the Video Mode Selector, as your changes won't take effect if the game is running.

Exit – Press the Enter key to exit the game.

Press Esc at any time during the game to pause and exit to the Main Menu Screen. Select options on the menu to customize the game's controls or audio settings. To resume play, simply press Esc from the Main Menu Screen.

Saving Games

Whenever you complete a level, the Scoring Screen appears, totaling your score for the level. Use the cursor keys to highlight one of the two options and press Enter.

- **Save and Continue** – Save the game and continue to the next level.
- **Save and Quit** – Save the game and exit to the Main Menu Screen. The saved game will appear in the list of saved games. While playing a level, selecting Exit, Tutorial, or New Game from the Main Menu Screen will cause you to forfeit the level, exiting and saving the game you're playing. The level ends, you lose one life, and the game is saved (if you have any lives left). Note: You only exit a game when you select Exit, Tutorial, or New Game. Selecting other options (like Configuration) on the Main Screen while playing a game does not exit the game.

Levels

There are two types of levels in the game: gate levels and bonus levels.

Gate Levels – In the first three levels of a zone, the enemy tries to energize a jumpgate to release a Sinistar. Your main goal is to attack the gate and destroy the Sinistar. If your ship is destroyed, you lose a life and start at the beginning of the level again. If you don't have any lives left, the game is over.

Bonus Levels – The fourth level in each zone is a bonus level and requires you to complete a mission, which is announced at the start of the level. You only have one chance to accomplish the mission. Whether you succeed or fail, you will automatically advance to the next level. If your ship is destroyed, you lose a life and advance to the next level.

Sinistar Health/Gate Status Meter



The Sinistar Health/Gate Status Meter appears in the upper right of the screen. The circular area in the center of the meter displays the Sinistar's health. Like your ship's health display, the level in the circle drops as the Sinistar's health decreases.

The ring on the outside of the meter shows the current energization state of the Jumpgate. When the ring is completely filled, the gate is energized and the Sinistar arrives from hyperspace.

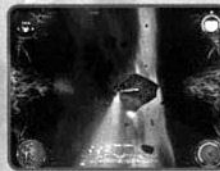
Views

There are three views in the game: 3rd Person, 1st Person, and Zoom Views, and you can switch among them as you like.



3rd Person View

In 3rd Person View, your ship is centered near the bottom of the screen, and you view it from a perspective above and behind the ship. On the screen, you see what is in front of your ship – asteroids, crystals, the jumpgate, workers, turrets, warriors, and the Sinistar.



1st Person View

In 1st Person View, your perspective is at the front of the ship, and you see what the ship itself is seeing. (In 1st Person View, your ship's wingtips become translucent so you can see through them.)



Zoom View

From 1st Person View, you can enter Zoom View, seeing a close up view of distant objects directly in front of your ship.

Flying Your Ship

Use the ship's thrusters to control the speed of your ship. Push the joystick's Throttle all the way forward (or press and hold down the / key) to move at maximum normal thrust. Pull the Throttle all the way back (or release the / key) to stop and hang motionless in space.

Use the joystick or keyboard to maneuver your ship. Pull the stick back (or press X) to pitch your ship up (to climb); push forward (or press W) to pitch down (dive). Push the stick left and right (or press A and D) to turn ("yaw") your ship left and right. Twist the stick left and right (or press Q and E) to roll left and right.

Press and hold down the spacebar key to use the clutch. Normally, when you change the facing of your ship, you are changing its flight direction. When using the clutch, you can change the facing of your ship while keeping the course you were flying before using the clutch. This is useful, for example, when you want to keep your present course yet face backward to fire on enemies pursuing you.

Mining Sinisite Crystals

You can mine asteroids to release the crystals they contain. Use your primary weapon, the mining laser, to blast asteroids – get an asteroid in your crosshairs and press the joystick trigger to fire the mining laser. As you blast an asteroid, some crystals it contains may be released. You can smash an asteroid completely to pieces and release all of its crystals through repeated firings. You can also mine asteroids using your other weapons, keeping in mind all other weapons cost crystals when you use them.



Yellow crystals are worth three units of power; blue crystals are worth six. Fly your ship over crystals tumbling through space, and your ship will absorb them, storing them for later use. Your ship can use any crystals except those that have been transformed to energize the jumpgate (you can see these transformed crystals around the gate).

Ship Status Meter



Your ship's Status Meter is displayed on the lower right of the screen.

Ship Status Indicator: The circular area with an icon representing your ship displays your ship's health and any specials you are using:

- **Health:** The color and amount of background shading filling the space behind the ship icon indicate your ship's overall health. As your ship's health decreases, the level of shading drops and the color changes – just like the veins on the ship itself do to display the ship's health.

- **Specials:** When you use a special, an icon appears with the ship icon for as long as the special is in effect. For example, when you use a Shields special, a blue circle rings the ship icon while shields are active and disappears when the shields deactivate.

Crystal Storage Ring: The ring around the status indicator displays the crystals the ship has stored up. The number at the bottom of the ring displays the exact number of crystals you have available.

Inventories

Your ship's Weapons Inventory and Special Items Inventory are displayed at the bottom center left and right of the screen.



The Weapons Inventory contains nine slots for the various secondary weapons the ship may have. (If the ship has a secondary weapon, the weapon's icon appears in its slot. Otherwise, the slot is empty.) Each weapon is assigned a key; press its key to select the weapon (see Weapons below for further details). When you select a weapon, its name appears below the inventory. If you have enough crystals to fire a weapon, its icon appears in gold; if you don't have enough crystals to use it, its icon appears in bluish gray.

Temporary Weapons: If the icon has a number above it, you can fire the weapon that many times. Each time you fire the weapon, the number is reduced by the number of the shots you fire. Some weapons can be fired continuously or charged to varying levels, so you don't necessarily fire one shot at a time. If you entirely use up a weapon, it disappears from your inventory.

Permanent Weapons: If the icon does not have a number above it, the weapon is permanent.

Note: If you have crystals to spend, the weapon can be used at any time. If the weapon is already at its maximum shots, you cannot pick up another weapon of the same type.

The Special Items Inventory contains slots for the various items the ship may have. Your ship starts with four slots and can gain more slots as it is upgraded. Each slot is assigned a key; press its key to use the special (see Specials Items below for further details).

Each slot can hold only one special. When you use the special, its icon disappears, and the slot is empty again.

Note: If all your slots are filled with specials, you must first use one before you can pick up a new special. **13**

Weapons

Your ship has one primary weapon (its mining laser) and has slots for nine secondary weapons. There are four categories of weapons:

Unguided Energy Weapons deliver their power to their targets via beams or rays of energy. Energy weapons are effective against all targets except the jumpgate and the Sinistar. Energy weapons are unguided, firing straight forward from the ship. You must maneuver your ship to get a target into the weapon's killing zone. (You can also use any energy weapon, not just your mining laser, to blast asteroids.) The primary weapon, the mining laser, is an unguided energy weapon and is always available. The mining laser never uses crystals to fire.

Guided Missiles deliver their punch via physical delivery systems. Like energy weapons, missiles are effective against all enemies except the jumpgate and the Sinistar. Missiles are guided weapons that lock onto a target when they are fired, homing in on it. (A missile will normally not target an asteroid but will detonate if it strikes one.)

Lightning Weapons zap their targets with bolts of electricity. The bolts strike conductive targets and can arc across multiple targets. Lightning weapons are also ineffective against the jumpgate and the Sinistar.

Sinibombs are special, crystal-packed missiles that can break through a jumpgate's or Sinistar's defenses and do damage. They are guided weapons and lock onto a jumpgate or Sinistar when they are fired, homing in on it. (A Sinibomb will not target anything else but will detonate if it does strike an obstacle like a Sporg warrior or asteroid on the way to its target.) Sinibombs fired at the jumpgate destroy crystals around the gate.

You can select a secondary weapon by pressing its key:



1: The Sinibomb is a guided crystal weapon. A Sinibomb has short range, so get in close to a jumpgate or Sinistar before firing it!

Crystal Cost: High

Range: Short



2: The Cutting Laser is an unguided energy weapon that cuts its targets into pieces. The beam fires continuously as long as you hold down the trigger and have crystals available to spend.

Crystal Cost: Medium

Range: Short



3: Long-Range Missiles are guided weapons. When you fire Long-Range Missiles, a missile tube on the ship fires a single missile that can travel a long distance.

Crystal Cost: Low

Range: Long



4: Short-Range Missiles are guided weapons. When you fire Short-Range Missiles, you release a spread of missiles that will travel a short distance to a nearby target.

Crystal Cost: Low

Range: Short



5: The Concussion weapon is an unguided energy weapon. Its shot bursts when it strikes a target or reaches its maximum range, damaging all objects in its blast zone.

Crystal Cost: Medium

Range: Long



6: The Lightning Gun is a lightning weapon. It is extremely powerful but only strikes targets that are within a 30° firing field in front of the ship. The weapon fires continuously as long as you hold down the trigger and have crystals available to spend.

Crystal Cost: High

Range: Medium

 **7: The Charging Photon** weapon, like the Concussion weapon, fires an energy shot that bursts, creating a photon shock wave that strikes targets within its blast zone. The weapon charges up while the firing button is held down, and its damage ability increases as its charge increases. When you release the trigger the Photon shoots out.
Crystal Cost: Very High
Range: Long

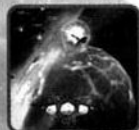
 **8: The Mind Control** is an unguided energy weapon. When it strikes its target (any warrior), the warrior permanently changes sides and fights for you against its former masters. Mind Control affects only warriors.
Crystal Cost: Very High
Range: Medium

 **9: The Lightning Storm** is a lightning weapon. Unlike the Lightning Gun, it can strike all targets around your ship within a 360° firing field. The weapon fires continuously as long as you hold down the trigger and have crystals to spend.
Crystal Cost: High
Range: Very Short

Secondary weapons always need crystals to fire. Press Joystick Button 2 (or the Right Shift key) to fire the secondary weapon you've selected – the weapon will fire if you have sufficient crystals for it. If you have enough crystals to fire a weapon, its icon appears in gold; if you don't have enough crystals to use it, its icon appears in bluish gray.

Two additional controls can help you select secondary weapons:

- **Next Weapon:** Press] to select the weapon to the right of the currently selected weapon.
- **Previous Weapon:** Press [to select the weapon to the left of the currently selected weapon.



Special Items

Your ship starts with slots for four special items, and the number of slots can increase up to nine as you upgrade your ship. When you pick up a special, its icon appears on the Special Items Inventory. To use a special in a slot, press the number key corresponding to the slot:

You can also use a special item by pressing its key:



Full Health

Key: H

The Full Health special replenishes your ship to its full health.



Boosters

Key: B

Temporarily increase your speed and maneuverability by using the Boosters. Boosters multiply your current speed by a factor, so you get maximum effect from them when flying at maximum throttle. You can use only one Booster at a time.



Shields

Key: M

A Shield surrounds the ship for several seconds and negates the damage you would take due to enemy fire and collisions. You can use only one Shield special at a time.



Cloak

Key: K

The cloak hides your ship for several seconds from detection by the enemy. As long as your cloak is up, the enemy cannot find you. If you fire a weapon while cloaked, your ship immediately de-cloaks.



Orbital Defense

Key: O

The Orbital Defense is a drone that orbits your ship and automatically aims and fires its laser on enemies. You can use only one Orbital Defense at a time.



Turret

Key: T

The Turret is an engineless sentry that you can drop off in space. It can rotate in place but cannot move, and it will fire its laser weapon on enemies within its range. You can drop off as many Turrets as you have available.



Crystal Depot

Key: U

The Crystal Depot attracts crystals, which orbit the depot until you pick them up (just fly over them like other crystals). Create the depot, blast apart nearby asteroids, and the crystals will orbit the depot. The Crystal Depot is useful to cache crystals until you need them (although enemy workers will attempt to raid your depot).



Power-Ups

Some asteroids contain power-ups; blast them apart and fly over the power-ups to pick them up. Enemy cargo transports also carry power-ups; destroy them to release the power-ups they carry.

There are many types of power-ups including:

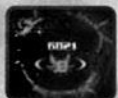
Temporary Weapons and Permanent Weapons. Fly over the weapon power-up and it is added to your Weapons Inventory. If you have a temporary weapon and pick up another of the same type, it is refilled to its maximum shots. If the weapon is already at its maximum shots, you cannot pick up another weapon of the same type!

Special Items. Fly over the special item power-up and it is added to your Special Items Inventory. Note: If all your slots are filled with specials, you must first use one before you can pick up a new special.

Ship Upgrades. Fly over the ship upgrade power-up and your ship immediately is upgraded. Other Power-Ups are available throughout the Sinistar Universe...try to find them!

Health and Lives

Pulsing veins on the surface of the ship indicate its health. As the ship loses health energy, the color of veins descends through the spectrum to a deep red. Your ship automatically heals itself as long as it has crystals to spend. However, the enemy can usually damage the ship faster than it can heal itself, so be careful!



You have a limited number of lives. The Score/Lives Meter in the upper left corner of the screen displays the number of lives you have remaining on top of the ship icon. If your ship's health ever drops to zero, the ship explodes. You lose a life and resume play with



whatever crystals, weapons, and specials you had when your ship was destroyed. If you run out of lives, the game ends.



Targeting Radar

The Targeting Radar displays targeting information directly in the 3rd Person, 1st Person, and Zoom Views. The Targeting Radar displays color-coded reticules next to the targets it finds, and the numbers next to the reticules show the range to the object. The colors have specific meanings:

White – Current Target

White shows the location and range of the object your ship is currently targeting.

Red – Enemy Threats and Jumpgate

Shades of red show the location and range of threatening enemies, such as warrior ships and the Sinistar.

Yellow – Enemy Workers

Shades of yellow show the location and range of enemy worker ships.

Blue – Friendly Ships and Turrets

Shades of blue show the location and range of friendly ships, such as a warrior that has joined your side after being hit by a mind control shot.

You can toggle the targeting radar between two modes. Press P to toggle the radar target between Target Nearest mode and Target Most Central mode. Target Most Central mode targets the enemy that is closest to the center of the screen. (The radar starts the game on this setting.) Target Nearest mode targets the enemy that is nearest to your ship.

Crosshairs

Targeting crosshairs help you aim shots from your unguided weapons. The crosshairs will target all objects except shots, missiles, and Sinibombs.



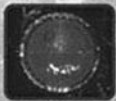
Long-Range Radar

The Long-Range Radar display appears in the lower left corner of the screen. Radar blips (icons) for detected asteroids and crystals appear in white and gray; blips for detected enemies appear in various shades of red for enemy threats or yellow for enemy workers, with the Sinistar and jumpgates appearing as large red blips. Blips for friendly ships appear in blue, like mind-controlled warriors. The pale circular

area just above the center of the display is your ship's field of view. When a blip enters this area, it is also in view on the screen.

The Long-Range Radar has several modes:

Tactical Display shows enemies but not asteroids or crystals. The size of the traces on the screen indicates the distance of objects: the smaller the trace, the further away the object is. The quadrants on the radar indicated the relative position of the objects to the ship.



Full Forward-Facing Display is oriented to the direction your ship faces. Objects behind you show as bright blips with black shadows (asteroids are white with black shadows, enemies are bright red or yellow with black shadows). Objects in front of you show as dimmer blips without shadows (asteroids are gray, enemies are dim red or yellow). The radar quadrants display whether objects are to the left or right of your ship and whether they are "above" or "below" your ship.

Clean Forward-Facing Display works like the full forward-facing display, except that it doesn't show blips for asteroids or crystals.



Full Top-Down Display is oriented looking "down" on your ship. Blips for objects ahead of you appear in the top two quadrants of the display; objects behind you in the bottom two quadrants. Similarly, objects to the right of you appear in the right quadrants and vice versa for the objects on your left. Objects above you show as bright blips with black shadows (asteroids are white with black shadows, enemies are bright red or yellow with black shadows). Objects below you show as dimmer blips without shadows (asteroids are gray, enemies are dim red or yellow).

Clean Top-Down Display works like the full top-down display, except that it doesn't show blips for asteroids or crystals.

The following key controls the long-range radar:
L cycles through the orientations.

The following keys zoom all modes except tactical mode:

- . zooms in the radar, showing a smaller area ahead of the ship in more detail.
- . zooms out the radar, showing a larger area ahead of the ship in less detail.

Pausing the Game

To pause the game, press the Pause key. Press the Pause key again to resume play.

Scoring

As you play, your current score appears on the Score/Lives Meter.

The Scoring Screen appears at the end of each level, totaling your score for that level, and at the end of the game, showing your final score.



Exiting the Game

To exit the game, press Esc to exit to the Main Menu Screen, use the down cursor key to highlight Exit, and press Enter. Remember that if you exit a game while playing a level, you lose a life. See Saving Games on page 10.

Game Controls

Movement Controls:

Turn Left
Turn Right
Climb (Pitch Up)
Dive (Pitch Down)
Roll Left
Roll Right
Throttle
Clutch

Joystick:

Move stick left
Move stick right
Pull stick back
Push stick forward
Rotate stick left
Rotate stick right
Throttle or Slider

Keyboard:

A
D
X
W
Q
E
/
Spacebar

Mouse:

Move mouse left
Move mouse right
Move mouse forward
Move mouse back

Special Items Controls:

Use Special in Slots 1-9
Use Boosters
Use Cloak
Use Crystal Depot
Use Full Health
Use Orbital Defense
Use Shields
Use Turret

Joystick:

Keyboard:

F1-F9
B
K
U
H
O
M
T

Strafing Controls:

Strafe Up
Strafe Down
Strafe Left
Strafe Right

Hat up
Hat down
Hat left
Hat right

↑
↓
Z or ←
C or →

Fire Controls:

Fire Mining Laser Weapon
Fire Selected Secondary Weapon
Select Sinibomb
Select Cutting Laser
Select Long-Range Missiles
Select Short-Range Missiles
Select Concussion
Select Lightning Gun
Select Charging Photon
Select Mind Control
Select Lightning Storm
Select Next Weapon
Select Previous Weapon

Button 1 (Trigger)
Button 2

Left or Right Control
Right Shift
1
2
3
4
5
6
7
8
9
]
[

Long Range Radar Controls:

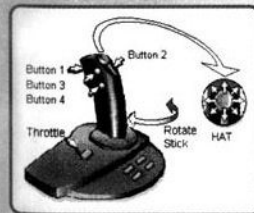
Cycle Radar Display
Radar Zoom In
Radar Zoom Out

L
, (comma)
: (period)

Other Controls:

Zoom View Up
Zoom View Down
Toggle Most Central/Nearest Targeting
Pause
Main Menu Screen
Self Destruct

= or PgUp
- or PgDn
P
Pause
Esc
I



Note: Different joysticks have different button layouts. Check your joystick manual to determine your joystick's actual layout.

PLAY HINTS

Aces Alley: Advice from the Playtesters

- The first key to Sinistar: Unleashed is mining crystals. They can be hard to pick up at first, but once you master this skill it becomes much easier to keep pace with the game and to defeat the tougher levels. On the hardest levels, the ability to collect crystals while under attack is a vital skill.
- Be ready for the Sinistar. Try to fill up on crystals as early as possible, and then try to maintain a high crystal count at all times.
- The clutch is your ship's most powerful ability; use it often. Drifting backwards with the clutch and shooting at pursuing enemies (a tactic known as the "retrograde") is an extremely effective maneuver.
- When dogfighting the enemy, remember that you can make tighter turns if you are moving slower.
- Speed is life. When in doubt, move at top speed.
- Always try to end a level with as many crystals as possible. Entering a new level with few crystals can make the early stages of that level very hard.
- Turrets, especially the high-powered ones, can be a real annoyance. Take them out whenever you have the chance.
- Different weapons are better in different situations. Try to use the right weapon for the job.
- Stay inside the asteroid field. If you stray too far out, you can bring yourself to the attention of other unknown hostile powers in the Sinistar universe.
- Sinibombs can remove crystals from the gate and thus delay the entry of the Sinistar. You can also delay the entry of the Sinistar by destroying workers (since they bring crystals to the gate to energize it).
- Keep in mind that shots from energy weapons and missiles do not harm the Sinistar. Only Sinibombs damage the Sinistar.

INTELLIGENCE BRIEFING: THE ENEMY

At great sacrifice, human scouts in ultra-fast unarmed ships have penetrated portions of the Sinistar universe. From their transmissions and from the accounts of the few survivors of these missions, Intelligence has prepared the following briefing for you.

The Sinistar Universe

The Sinistar universe is layered in zones, and you must fight your way through each level to reach the center. The outer layers are the Sporg zones – the Sporg are a space-going species enslaved by the Distilled Evil. The inner layers comprise Distilled Evil zones. Sporg zones tend to be well lit and rocky; what little is known about Distilled Evil zones indicates they are dark and icy.

In many levels throughout the Sinistar universe, the Sporg and Distilled Evil guard and energize the giant jumpgates for the bio-mechanical Sinistar.

The Sporg

The Sporg are a space-going species that the Distilled Evil conquered ages ago. The Distilled Evil redirected Sporg evolution to transform them into a species of genetically obedient slaves, although a degree of intelligence was lost in the process. Sporg warriors tend to be numerous and very aggressive, although they can lack cleverness or subtlety in combat.

The Sporg **Guardian** (right) is a slow, sluggish warrior used for basic guard duties in the outer fringes of Sporg space. It is a determined foe, at times almost suicidal in the attack. It is armed with a powerful laser that it can fire in bursts.



The Sporg **Squadron Warrior** (left) is a small warrior, quick and agile. It maneuvers in typical Sporg fashion: well in positive pitch and rolls, but it yaws badly and has a limited negative pitch. It has two forward-firing, short-range energy weapons. Squadron Warriors are capable of formation flying and prefer to make mass squadron attacks.

The Sporg **Strike Warrior** (right) is very fast and agile, and has boosters that can further increase its speed and maneuverability. The warrior has a powerful rapid-fire weapon. Strike Warriors often prefer to fight individually.





The Sporg **Heavy Fighter** (left) is the ace warrior of the Sporg zones - faster, more maneuverable, and more heavily armed than any other Sporg warrior. It carries energy weapons and has the ability to fire missiles. It tends to operate as a stalker and can attack with missiles at long range. It will often attempt to avoid close-range combat, forcing you to chase it down to destroy it.

The Sporg **Attack Carrier** (right) can carry and launch Sporg Squadron Warriors. It can carry up to eight Squadron Warriors and can launch them up to four at a time. The huge Carrier is moderately fast, and its powerful gun turrets make it a tough opponent in its own right.



The Sporg **Battlecruiser** (left) is a giant version of a Sporg Attack Carrier. It can carry up to 32 Squadron Warriors and 6 Strike Warriors and can launch many of them at a time. The Battlecruiser is heavily armed with 12 gun ports.

In addition to the maneuverable warriors, the Sporg have a series of independent turrets. These turrets have no propulsion and are stationary relative to the asteroid field (but can rotate). The **Light Turret** (below left) is easily destroyed and lightly armed with a single laser. The **Medium Turret** (below center) is armed with dual lasers, has better fire control, and is tougher to destroy than the Light Turret. The **Heavy Turret** (below right) is tough and heavily armed with three lasers.



Sporg workers mine the asteroids for Sinisite crystals and carry them back to the jumpgate, to energize it. Workers are unarmed, except for the powerful Harvester. The basic Sporg Slave **Miner** (left) is an unarmed worker. The worker can mine asteroids, gather crystals, and transport the crystals to a jumpgate. A second **Slave Miner** (right) is faster and stronger than the basic Slave Miner.



The **Transport** (left) is a massive, unarmed worker. It can carry cargo and is slow and sturdy.

The **Harvester** (right) is a powerful armed worker. It can grind up entire asteroids, storing their crystals for the Sinistar. The Harvester can draw asteroids to it with its tractor beam. It is believed the tractor beam can be used as a powerful weapon.



The Distilled Evil

No scouts have ever returned from Distilled Evil space, and their few garbled transmissions provide scant details. Indications show that the Distilled Evil and their allies tend to be less numerous than the Sporg, but are more robust and are often much more cunning and crafty. In combat, the Distilled Evil often shun the mass attacks many Sporg favor and instead may attack from behind, using hit-and-run surprise tactics. Analysis indicates that the two pictures show a warrior and a worker, although it is not clear which is which.



The Sinistar

Intercepted Distilled Evil messages, after immense decryption efforts, have yielded a few clues about the Sinistar. The Distilled Evil are using advanced cybernetics technology and genetic engineering to build ultra-powerful, bio-mechanical, idealized versions of themselves: the Sinistar. As the Sinistar are finished and their jumpgates are energized, they will launch themselves into our universe on a warpath of cosmic death and conquest.

Uninstalling the Game

You can uninstall Sinistar: Unleashed as follows: Click the Start button on the Windows toolbar, point to Programs, THQ, Sinistar Unleashed, and click on Uninstall Sinistar.

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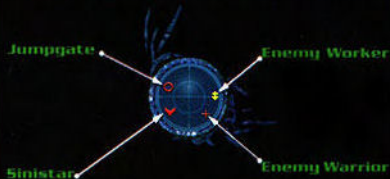
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Sinistar: Unleashed

Score/Lives Meter



Long Range Radar & Display



Weapons Inventory



Meters and Display

Sinistar Health/Gate Status Meter



Ship Status Meter



Specials Inventory

